

Amendments to the Specification

Please change the paragraphs as follows:

Change page 1, lines 1 to 12;

~~METHOD FOR ENABLING A NETWORK GAME~~[[,]] ~~TERMINAL UNIT AND SERVER
FOR NETWORK GAME~~

FIELD OF THE INVENTION

The present invention relates to a ~~method for enabling a network game developed on a communication network as well as to a network game terminal unit for and a game server for the network game, and more specifically this invention relates to a method for enabling a network game in which a number of players (sometimes described as participants hereinafter) can communicate with each other (sometimes described as an online game hereinafter) as well as to a network game terminal unit and a game server for the network game.~~

Page 1, lines 15 to 22;

Recently the online game developed on a network for enabling various types of games such as a role playing game (RPG) or a match-up game has been becoming more and more popular. In this ~~types~~ type of online game, for the purpose to improve the attractiveness or value, for instance, in a network game fought between a group of combat planes and another group of combat planes, communications with comrade planes or with enemy planes ~~is~~ are performed, and as a communication tool for that purpose, a chat system or a general telephone line is used for conversations.

Page 4, lines 15 to 25;

A network game server according to the present invention has a network game executing section, which comprises a data accumulating

section for accumulating data for network games; a game processing section for managing, processing, and making determination as to signal transaction of the various types of data according to progression of the network game; a match-up managing section for managing each match of a game; and a game communicating section for transacting control program signals for the network game with a network terminal unit, and the network game server has a function to fetch an IP address of a terminal unit connected to the network and ~~for~~ to notify the IP address to other terminal units.

Page 6, lines 9 to 23;

Provided in each of the terminal units 12, 12, ... operated by the participants A to F is a communication tool 14, and in the present invention, ~~communications~~ communication over the IP telephone is carried out with the terminal unit 12 having the communication tool 14. In the present invention, the IP telephone is defined as a system for sending and receiving digitalized voice data over the Internet network 40, and includes the Internet telephone for sending and receiving voice data through the public Internet network. With the system according to the present invention described hereinafter, the players A to F, which are participants in a network, can make communications not only among multiple persons and between one person and multiple persons over the Internet telephone, but also can make person to person communication, if necessary. Namely, simultaneous communications among players can freely be switched to a communication mode between one person and multiple persons, or to the person to person communication mode by providing controls from a game screen.

Page 6, line 24 to page 7, line 4;

Various methods may be employed to decide a participant in a network game, and for instance, a counter partner for the match-up

game or the participant as a team member can be decided by the use of the method as disclosed in, for instance, Japanese Patent Laid-Open Publication No. HEI 11-253657 or International Patent Publication Bulletin WO 01/27771.

Page 9, lines 1 to 17;

Accumulated in the game image data accumulating section 31 described above is also character data such as ~~superimpose~~ superimposition and telop for a network game separated from the images. The data and audio signals as ordinary game sounds are transmitted from the game communicating section 36 to a receiving section for each game program (not shown) in the terminal unit 12 together with image data for the game according to the method similar to that employed in the known network game server. On the other hand, game effect sound data such as voices, music, and sounds for a network game and game message data such as game messages generated from devices and instruments during a game (generically described as musical sound data hereinafter) are transmitted from the network transmitting section 39 to a network receiving section 54 on the terminal unit 12 described later when the control section 38 issues an instruction for preparation for extraction and transmission of required musical sound data to the communication processing section 37 upon a request from the game processing section 34 having referred to the match-up game managing section 35.

Page 12, lines 6 to 12;

Then the synthesized digital signals are subjected to digital to analog conversion in the D/A converting section 58, and ~~is~~ are outputted to a speaker of the communication tool 14 via the microphone/speaker I/F section 59. Synthesis in the synthesizing section 57 may be either digital synthesis or analog synthesis, and

when analog synthesis is to be carried out, the positional relation between the synthesizing section 57 and the D/A converting section 58 is contrary to that shown in Fig. 5.

Page 12, line 23 to page 13, line 4;

In the step of determination by the sorting section 55 described above, when it is determined that the in-coming signal does not include a registered IP address, the signal is aborted, or an instruction for transmission of a dial tone to the in-coming call transmitting section 60 is issued, and the dial tone is transmitted to the synthesizing section 57. When the dial tone is outputted to the speaker, a player having received the dial ~~tone~~ tone can sense a call even from a person not participating in the game.

Page 13, lines 8 to 17;

Further it is also possible to abort an in-coming signal from a specified person or all in-coming signals in response to an instruction from the game control section 52 according to progress of a game. The control signal for this type of musical sound data is transmitted from the game communicating section 36 under ~~controls~~ control by the game processing section 34 in the managing server 30 according to progress of each game, and is received by the game communicating section 51 in the game terminal unit 12. The processing by the game control section 52 is especially effective, for instance, when any person cancels participation in or quits from the game in a match-up game.